

Title (en)
GAME DEVICE, GAME DEVICE CONTROL METHOD, PROGRAM, PROGRAM DISTRIBUTION DEVICE, INFORMATION STORAGE MEDIUM

Title (de)
SPIELVORRICHTUNG, SPIELVORRICHTUNGSSTEUERVERFAHREN, PROGRAMM, PROGRAMMVERTEILUNGSVORRICHTUNG, INFORMATIONSSPEICHERMEDIUM

Title (fr)
APPAREIL DE JEU, SON PROCÉDE DE GESTION, PROGRAMME, DISPOSITIF DE DISTRIBUTION DE PROGRAMMES, ET SUPPORT D'ENREGISTREMENT D'INFORMATIONS

Publication
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Application
EP 03736236 A 20030618

Priority
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Abstract (en)
[origin: US2006063573A1] The present invention provides a game device that can display strings more suited to speech recognition at the time of speech input. A priority input device information acquisition unit (56) acquires priority input device information. When the priority input device information represents a character input device, an input criteria display unit (58) and a determination unit (60) display character input criteria as input criteria and determine whether or not that input corresponds to the input criteria. When the priority input device information represents a speech input device, the input criteria display unit (58) and the determination unit (60) display character input criteria as input criteria, and in regard to predetermined character input criteria, display speech input criteria corresponding to the character input criteria as input criteria, and determine whether or not that input corresponds to speech recognition data corresponding to the input criteria. A controller (62) controls the game on the basis of the determination result.

IPC 1-7
A63F 13/00; **A63F 13/06**; **G06F 3/16**; **G10L 15/00**

IPC 8 full level
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Citation (search report)
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Citation (examination)
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